

Hotkeys

Camera left	A
Camera right	D
Camera up	W
Camera down	S
Zoom in	= (EQUAL SIGN)
Zoom out	- (MINUS SIGN)
Drink health potion	H
Drink mana potion	M
Character Window	I
Journal	J
Game menu	ESC
Activate powers 1-6	1-6
Previous power	0
Next power	9
Select party members 1-6	F1-F6
Party orders: Rampage	G
Party orders: Mirror	F
Regroup party	R
Pick up all items	Z
Increase game speed	CTRL + = (EQUAL SIGN)
Decrease game speed	CTRL + - (MINUS SIGN)
Chat Window	ENTER



0605 Part No. X11-05955



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Safety Warning

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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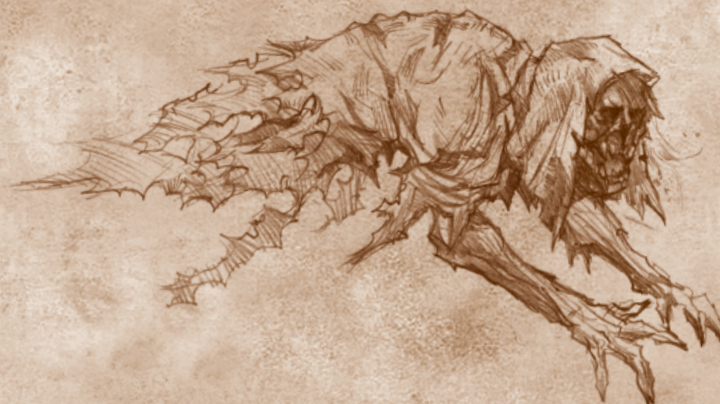
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Part No. X11-05955

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For information on the legends, lore, and item sets in *Dungeon Siege II*, see the online PDF.

getting started

Installing the Game

Insert *Dungeon Siege® II* CD 1 into the CD-ROM drive, and then follow the on-screen instructions. If Setup does not begin automatically, follow these steps on Microsoft® Windows® XP.

1. Left-click **Start**, and then left-click **Control Panel**.
2. In the **Category View**, under **Pick a Category**, left-click **Add or Remove Programs**.
3. Under **Pick a Task**, left-click **Add a Program**.
4. In the **Add or Remove Programs** dialog box, left-click the **CD or Floppy** button, and then follow the on-screen instructions to install the game.

Starting a New Game

- Left-click **Start**, point to **All Programs**, point to **Dungeon Siege 2**, and then left-click **Dungeon Siege 2**.

STARTING A SINGLE-PLAYER GAME

1. Left-click **Single Player**.
2. Left-click the arrow buttons to select your character's gender and appearance. (Males and females are equally strong and skilled, though each race has unique strengths; for more information, see **Choosing a Race** on page 3.)
3. Type a name for your character, and then left-click **Next**.
4. Select a game world type. (If this is your first time through the game, select **Mercenary**.)

Starting a Multiplayer Game

For information on playing with other players across the Internet or a local area network (LAN), see **Multiplayer** on page 26.

Creating a Character

To create a new character, you must choose a race, a gender, hair style and color, and physical appearance. All of these options are available on the **Create New Hero** screen.

Left-click the arrows near each attribute under **Customize** to watch your character instantly take shape.

Choosing a Race

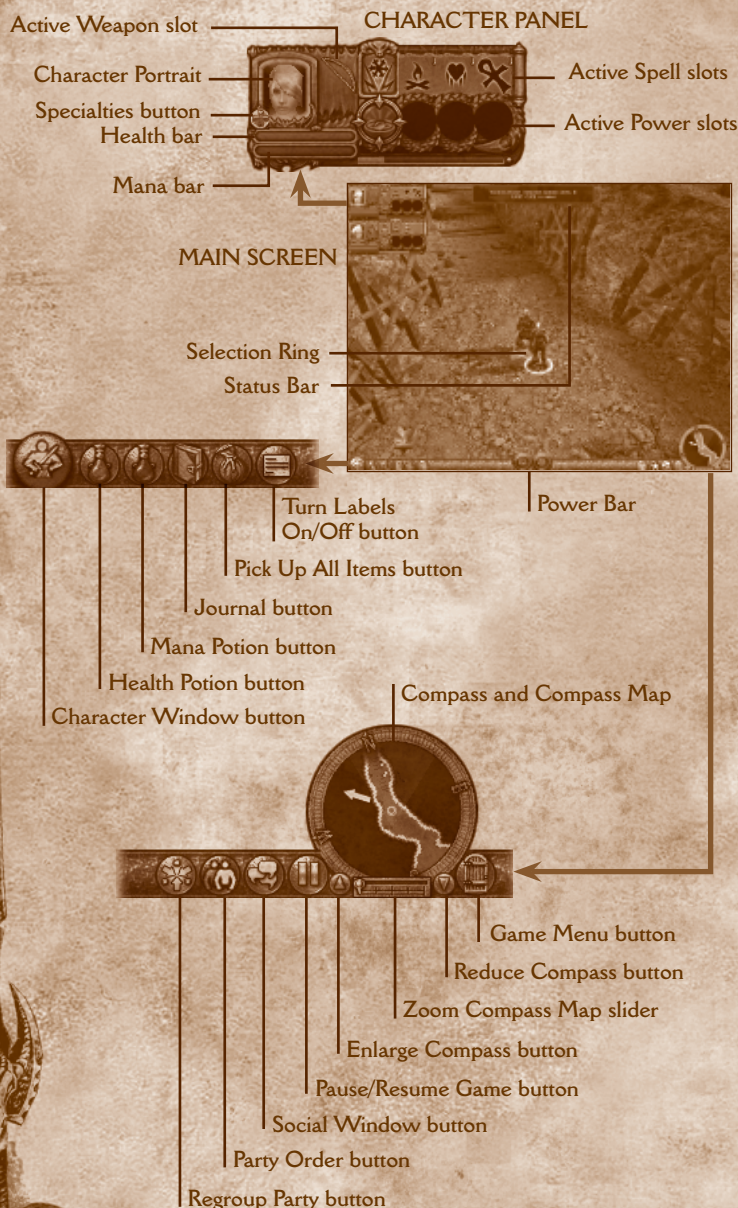
There are four different playable races in *Dungeon Siege II*: Dryads, Elves, Half-Giants, and Humans. Each has unique strengths and advantages in certain skills.

- ✦ **Dryads** have advantages in the skills of Natural Bond, Dodge, dexterity, and intelligence. They are resistant to death magic and are excellent archers.
- ✦ **Elves** are the most intelligent race, which aids them in the use of magic.
- ✦ **Half-Giants** are physically the strongest race, but they have much less dexterity than other races, which means they're not very adept with ranged weapons.
- ✦ **Humans** begin with unspent skill points that they can use toward any of the combat disciplines. Whereas Half-Giants are natural melee fighters and Elves are natural mages, Humans can specialize in any class.

For more information on the races, their history, and their natural aptitudes, see **Playable Races** on page 5 of the online PDF.

Moving Around

- ✦ To move your character, left-click a location on the screen.
- ✦ To rotate the camera, move the pointer to the edge of the screen, or use the arrow keys on your keyboard.
- ✦ To zoom the camera in or out, rotate the mouse wheel (hotkeys: – [MINUS SIGN] or = [EQUAL SIGN]).



- ✦ To attack a creature, right-click and hold on the enemy, or right-click it repeatedly.
- ✦ To open the selected character's Inventory, double-click the **Character Portrait**, and then left-click the **Inventory** tab (hotkey: I).
- ✦ To select a weapon or spell, left-click an **Active Weapon** or **Active Spell** slot (to the right of the **Character Portrait** on the **Character Panel**). The weapons you use determine whether you develop your skills as a melee fighter, archer, or mage.
- ✦ To equip a spell, double-click the **Character Portrait** to open the **Character Window**, left-click the **Spell Book** tab, and then drag a spell to an open slot in one of the spell panels.
- ✦ To drink a health potion from your Inventory, left-click the **Health Potion** button (a red vial) in the lower-left of your screen (hotkey: H). To drink a mana potion from your Inventory, left-click the **Mana Potion** button (a blue vial) in the lower-left of your screen (hotkey: M). You drink only as much potion as you need, so none is wasted.
- ✦ To open a container, right-click it.
- ✦ To open a door, left-click it.
- ✦ To view an item's name, place the pointer over it, and its name appears on the **Status Bar**. To display on-screen labels for all nearby items, left-click the **Turn Labels On** button (hotkey: L). To hide the labels, left-click the button again.
- ✦ To pick up all nearby items and add them to your Inventory, click the **Pick Up All Items** button (hotkey: Z). To pick up an individual item, left-click it.

For a list of more hotkeys, see the back cover of this manual.

Teleporters

To move instantly between distant points, use magical teleporters. They look like glowing purple pillars, and you can find them in various places across Aranna.

TO USE A TELEPORTER

1. Left-click the teleporter. (The pointer changes to a glove when you place it over the teleporter.)
2. Left-click a location on the pop-up list. (Not all teleporters go to all locations, but this list tells you all active locations.)
3. Left-click OK.

You are then whisked through another dimension and appear at another teleporter.



combat

Whether you are fighting with magical spells, ranged weapons, or melee weapons, right-click your enemy to fight and hold down the mouse button until that monster is dead. You've found your enemies if your pointer turns red when you place it over them.

You cannot hurt your friends. Right-clicking a friendly NPC merely starts a conversation.

It is important to note that combat is the primary way of gaining experience points and advancing your skills. For more details, see **Skills** on page 15.

Staying Alive

Survival is the name of the game. Follow these tips if you want to survive your adventures.

Watch your health level (red bar under the Character Portrait). If you're wounded and your health level drops to zero, you'll lose consciousness and you may die. Your health level slowly recovers over time, or you can drink a health potion (hotkey: H) to recover more quickly.

Watch your mana level (blue bar under the Character Portrait). When you cast a spell, your mana level drops. If you run out of mana, you can't cast spells. Your mana level slowly recovers over time, or you can drink a mana potion (hotkey: M) to recover mana more quickly.

Save the game periodically. If you've just survived a big battle or you're about to enter an area that looks dangerous, save the game. If you die, you can load the saved game so you can restart at the nearest town. To quick-save a game, press CTRL+S.

Pause the game. To avoid surprise attacks, pause the game when you're managing your Inventory or Spell Book. To pause the game, press the SPACEBAR or the PAUSE key.

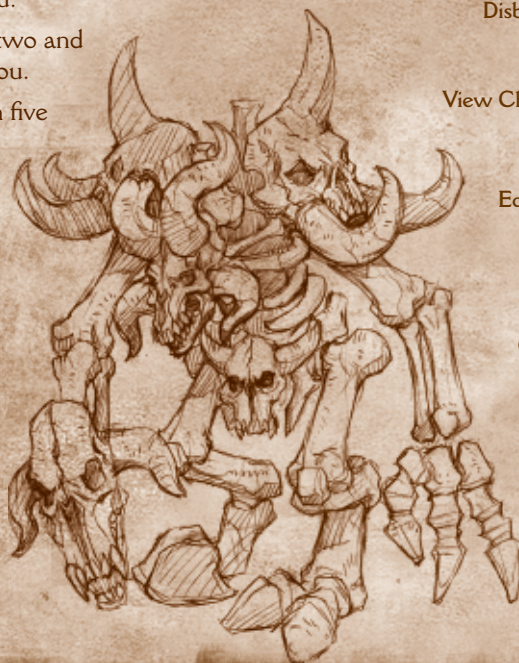
Keep your bearings. Use the Compass and Compass Map, pay attention to natural landmarks, and follow well-trodden paths.

Avoid ambushes. You may be able to see creatures before they notice you and attack. If you see a large group, prepare for battle before you engage them.

Color-Coded Enemies

When you place your pointer over an enemy, the color of the monster's name in the Status Bar will tell you how powerful the enemy is compared to your hero or your currently selected character. Here is a guide to enemy strength, from weakest to strongest.

- Green** The enemy is more than five levels lower than you.
- Blue** The enemy is between four and two levels lower than you.
- Yellow** The enemy is between one level lower than you and one level higher than you.
- Orange** The enemy is between two and four levels higher than you.
- Red** The enemy is more than five levels higher than you.

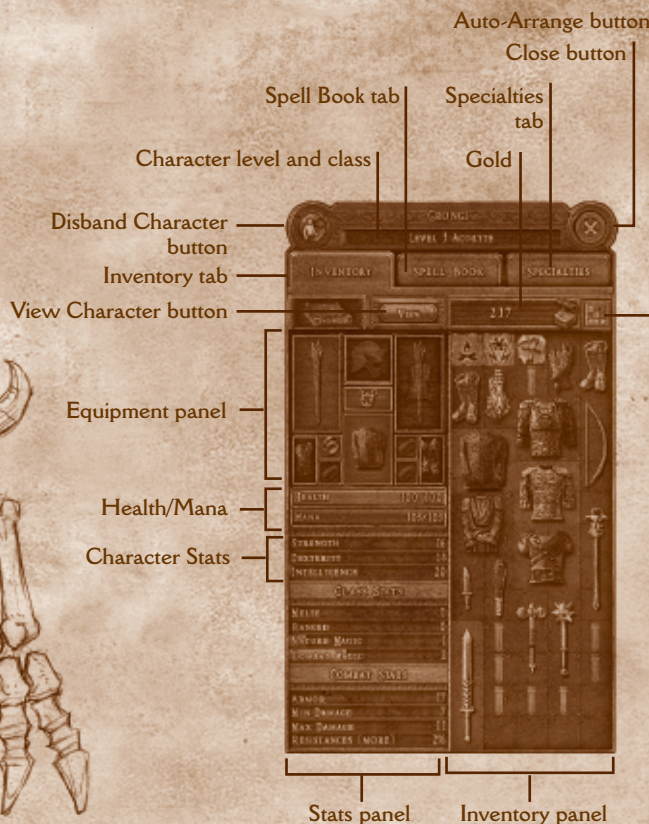


Managing items and party members

Managing Your Inventory

To open the **Character Window**, double-click your **Character Portrait** in the upper-left of the main screen, and then left-click the **Inventory** tab to open your Inventory.

To equip an item, drag that item from the **Inventory Panel** over to the **Equipment Panel**.



To discard an item from your Inventory, drag it outside the **Character Window** and then release the mouse button.

Lore Items

Not all items you carry will appear in your **Inventory Panel**. Items that are linked with quests will appear only in your **Journal** under the **Lore** tab. Unlike items in your Inventory, you don't need to equip lore items. They are automatically active when you need to use them.

Managing Your Party

To be successful in your adventure, you must not only manage the character you've created but also all your party members. You'll always control the currently selected character (whichever one has the bold green highlighting around the portrait), not necessarily your hero (the character you created). To control group actions, use the party orders described below.

Party Orders

You give party orders primarily with the **Party Order** button (lower-right of the game screen).

Rampage gives each party member permission to individually attack enemies at will, within a certain distance.

Mirror directs your entire party to simultaneously attack the same enemy. This is very important in big boss fights when you need to concentrate your attacks on one very powerful monster.

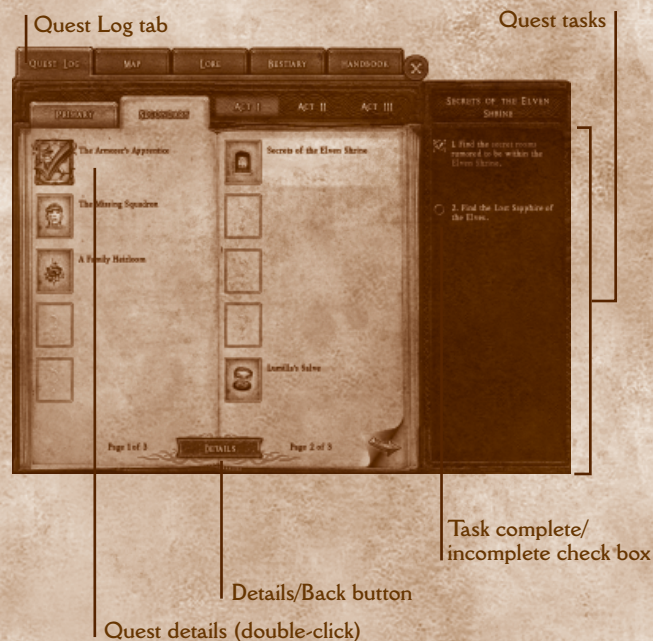
Other Party Commands

The **Regroup Party** button brings all of your party members back to you after they have scattered. You may use this after a battle is over or during a battle when you need reinforcements near you.

The **Disband Character** button (top-left of the **Character Panel**, see page 9) sends the currently selected member away, opening a party slot for another member to join.

Quests

As you adventure through the world of Aranna, you complete a series of quests. Quests are divided into two general categories: Primary quests, which are required, and Secondary quests, which are optional.



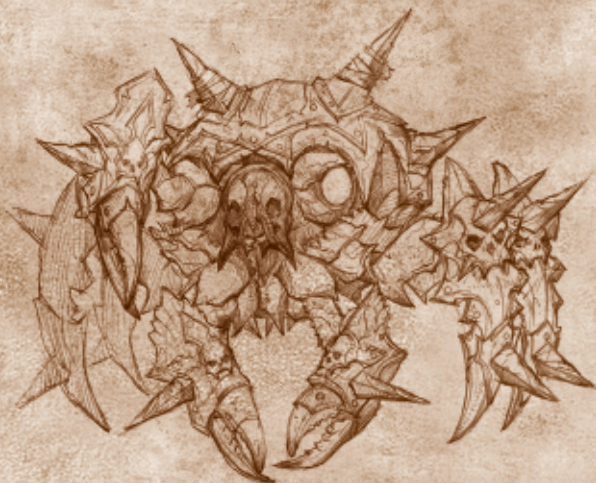
Receiving New Quests

You receive quests by talking with other characters, discovering secret areas, or killing certain monsters. If a character has a Primary quest to offer you, she or he will have a yellow exclamation mark overhead. If a character has a Secondary quest to offer you, an orange exclamation mark appears.

Character Conversation Icons

You can left-click many characters in the game to have a variety of conversations. Some characters have icons over their heads that indicate the type of information they can dispense.

Icon	Meaning
Blue i	Character has tutorial information.
Yellow !	Character offers a Primary quest.
Gray ?	Character has a quest update, but you don't currently meet the conditions for it.
Yellow ?	Character has a Primary quest update, and you meet the conditions to receive it.
Orange !	Character offers an optional Secondary quest.
Orange ?	Character has a Secondary quest update, and you meet the conditions to receive it.
Green !	Character offers a specific party member a Secondary quest.
Three helms	Character can join your party.



Places of Exchange

Other icons appear over places where you can purchase weapons, magic spells, and potions; gather information from locals; or meet up with lost party members. Necromancers can help you recover your gear if your entire party is killed and resurrected.

Icon	Meaning
	A crossed swords icon indicates a weapon store.
	A shield icon indicates an armor store.
	A potion icon indicates a magic store.
	A hand icon identifies an enchanter.
	An emerald icon indicates a reagent store.
	A mule icon indicates a pet store.
	A tombstone icon identifies a necromancer.
	A candle icon indicates an inn (party reserve).

Tracking Current Quests

Details of Your Quest Once you have accepted a new quest, the **Journal** button in the lower-left of the screen will blink. Left-click it at any time (hotkey: J), and then left-click the **Quest Log** tab to see the details of your current and completed quests.

Direction of Your Quest You can always tell in which direction to go to complete your current Primary quest. On the **Compass Map**, a blinking gold star represents that quest. If the gold star is off the edge of the map, a gold arrow points in the direction of the quest until the gold star returns to view.

Completing Quests

Once you have completed a quest, a check mark will appear next to it in your quest log.

saving and loading

Saving a Game

TO SAVE YOUR CURRENT GAME

1. At any time during gameplay, press ESC. (Your adventure pauses and the **Game** menu appears.)
2. Left-click **Save Game** (hotkey: CTRL+S).

Exiting a Game

TO LEAVE YOUR CURRENT GAME

1. At any time during gameplay, press ESC. (Your adventure pauses, and the **Game** menu appears.)
2. Left-click **Exit**. (Be sure you save the game *before* you exit.)

Loading a Saved Game

TO CONTINUE YOUR LAST SAVED GAME

1. Start *Dungeon Siege II*.
2. In the lower-right of the **Main** menu, left-click **Continue**.

When you load a saved game, you will start in the nearest town you progressed through.



skills

Skills enhance your effectiveness in combat. You purchase skills with skill points you earn as you gradually advance your character level through combat.

So, the more you fight, the more your character level goes up and the more skill points you earn. Then you spend those skill points on new skills, which help you fight even better.

Take note that possessing skill points in itself does *not* increase your effectiveness in combat. You must spend the points on new skills *before* you actually acquire those new abilities.

TO BUY NEW SKILLS

1. To open the **Character Window**, double-click your **Character Portrait** in the upper-left of the main screen.
2. To display your skill tree, left-click the **Specialties** tab.
3. Left-click a combat type tab (**Melee**, **Ranged**, **Combat Magic**, or **Nature Magic**).
4. View information about a particular skill by placing the pointer over it.
5. Left-click a skill to assign a skill point to it, and then left-click the **Confirm** button.

Repeat these steps if you have additional skill points to spend. (The number of available skill points is displayed between the **Confirm** and **Reset** buttons.)

Some skills are required for powers (for information on powers, see page 18).

Spells

There are two kinds of magic in *Dungeon Siege II*: **Combat Magic** and **Nature Magic**. You can use both in combat, but **Nature Magic** differs in the style of its damage spells and also includes healing and resurrection spells that may be essential to your party's survival.

Combat Magic Combat Mages are in tune with fire, lightning, and death magic. They tap negative energy and have much more destructive magic overall. All of their spells are meant to inflict damage on monsters—a much greater variety than for Nature Mages. Instead of buff spells that help the party, they have curse spells that hurt their enemies.

Nature Magic Nature Mages are in tune with ice, water, and earth magic. They are one with nature and tend to have more supportive magic for their party. Most of their skills revolve around healing and buff spells. The only offensive spells they have either inflict ice damage, inflict earth damage, or freeze and stun the monsters.

Spell Book Areas

Your **Spell Book** tab in your **Character Window** contains three levels of spell activity.

Active Spells appear next to your **Character Portrait** during gameplay and can be activated at any time.

Autocast Spells are fired off by your party members as needed. Healing, buff, and summon spells work best in these slots.

Reserve Spells cannot be used until you move them to the **Active Spells** slots of the **Spell Book**.

Melee Combat

Melee combat is up-close, hand-to-hand combat. Swords, axes, hammers, and knives are all melee weapons.

Active Spell slots



Reserve Spell slots

Autocast Spell slots

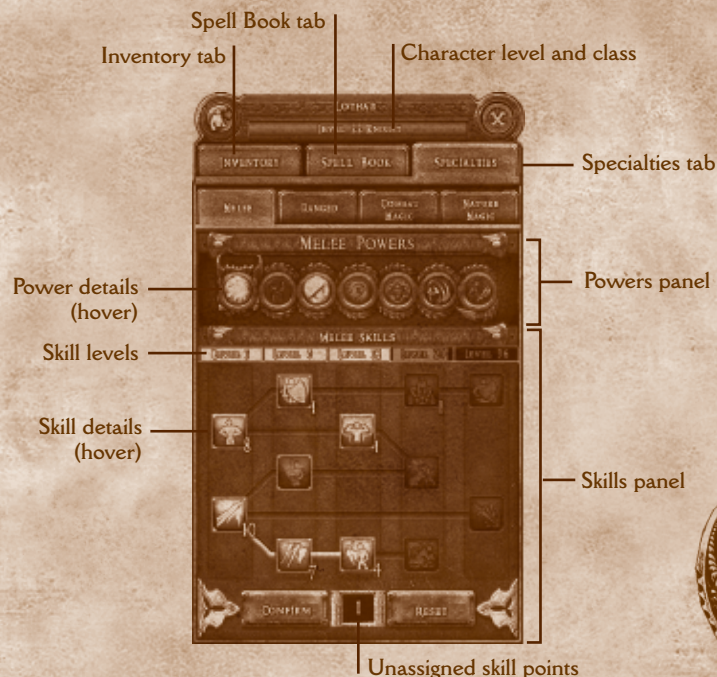
Ranged Combat

Ranged combat most commonly refers to archery, but there are ranged weapons besides bow and arrows, including throwing knives and hatchets.

Specialties

Specialties are the skills and powers your character excels at. There are particular skills within the general specialties of Combat Magic, Nature Magic, Melee combat, and Ranged combat.

To see the specialties for your character, double-click your **Character Portrait** to open the **Character Window**, and then left-click the **Specialties** tab.



Powers

Powers are a highly specialized form of skills you can use against the most powerful enemies. A character's available power appears in the circular slots along the bottom of the **Character Panel**, below the spells.

TO ACQUIRE A NEW POWER

1. To open the **Character Window**, double-click your **Character Portrait**.
2. To display your skills and powers, left-click the **Specialties** tab.
3. Left-click a combat-type tab (**Melee**, **Ranged**, **Combat Magic**, or **Nature Magic**).
4. View information about a particular power by placing the pointer over that power. The tooltip will tell you which skills, at which levels, are required to obtain the power.
5. The first four powers you gain equip automatically. To equip an additional power, drag it from the **Powers** panel on your **Specialties** tab to one of the **Active Power** slots on the **Character Panel**.



TO CONFIGURE A POWER

1. In the **Character Window**, left-click the **Specialties** tab.
2. Left-click and drag powers from the **Powers** panel to the **Active Power** slots in the **Character Panel**.
3. To select the power, left-click it in the **Character Panel**.

The party's currently selected powers appear in the **Power Bar** at the bottom of the screen. Each character can have only one power selected at a time.

TO USE A POWER

1. Left-click the power in the **Power Bar** at the bottom of the screen, or use the **Activate Power** key commands (hotkeys: 1–6). Powers with blue icons require targeting, so a targeting reticle will appear. Powers with red icons target automatically.
2. Place the pointer over an item or enemy, and then right-click to discharge the power.

After using a power, a character must recover his or her strength before using the power again. The power icon becomes dark when it is inactive after use and slowly recharges as you use conventional attacks. When you see that the power is fully recharged, you can use it again.

Powers have different recovery rates, based on their potency. Characters can also gain abilities or collect special items that help their powers recharge more quickly. Watch for these as you explore the world.

Levels

All players start at level 0 in the single-player campaign. (Multiplayer starts at a later point in the game, so players begin at level 3.) As you gain experience in combat, your level rises and you get more skill points to spend, making your attacks more lethal in combat. The highest possible level is 100. Your current level is displayed below your character name at the top of the **Character Window** (see page 9).

equipment

Equipment in *Dungeon Siege II* includes potions, jewelry, armor, and weaponry. Many items are enchanted and therefore more powerful. You can also collect equipment in sets, which are more powerful than the sum of their parts.

Armor and Shields

Armor and shields raise your defensive statistics, making you more difficult to kill.

Weapons

As you progress through *Dungeon Siege II*, the weapons you find will be increasingly powerful. More powerful weapons require that you attain a higher class level before you can use them, but you can keep them in your Inventory until then. A powerful sword, for example, may require a certain level of Melee skill before use.

Jewelry

Jewelry, which includes an assortment of powerful rings and amulets, can enhance a character's statistics and abilities.

Potions

Health potions restore your health when you are injured. To drink, left-click the **Health Potion** button (a red vial) at the bottom of your screen (hotkey: H).

Blue mana is required to cast combat spells or nature spells. To drink, left-click the **Mana Potion** button (a blue vial) at the bottom of your screen (hotkey: M). If you run completely out of mana, you cannot cast more spells until your mana regenerates.

Red and blue rejuvenation potions restore both health and mana at the same time. You can activate them by right-clicking them in your character's Inventory, or they will be used automatically if you press the H or M keys when your party has no other potions.

Potions are shared across your entire party. It doesn't matter which character has the potion; all party members will drink when you give the command.

Enchantments

You can enchant items in the game by using reagents. Enchantable items are distinct from other items (sets, rares, uniques, and so on) and, when they drop, they have no "modifiers" attached to their names.

All weapons and armor have five levels of quality; you can apply more reagents to higher-level items. The following modifiers describe each level.

Modifier	Description
<No modifier>	Normal, not enchantable.
Good	Better than normal, enchantable.
Great	Better than Good, enchantable.
Exceptional	Better than Great, enchantable.
Legendary	Better than Exceptional, enchantable.

As shown above, you can enchant items that are Good, Great, Exceptional, or Legendary. You cannot enchant items that have already been enchanted.

Each variation of an item has a different level, which determines the level of character for which the item's stats are balanced. For example, a level 2 short sword is normal, a level 13 short sword is Good, a level 32 short sword is Great, a level 42 short sword is Exceptional, and a level 51 short sword is Legendary.

Reagents

Reagents are minor magical items that have collected magic energy; use them to increase the power of your weapons and armor.

You can purchase reagents from arcanists, whom you can find in all the major towns of Aranna. You can also loot reagents from battlefields.

The only items you can enchant with reagents are non-magical items that contain the word “Enchantable.” Higher-powered items are physically larger and, as a result, can hold more reagents. For example, Good items only take up a 2-×-2 spot on the **Enchantment** panel in the **Reagent Grid**, whereas **Legendary** items take up a 4-×-4 spot.

TO ENCHANT AN ITEM

1. Speak with an enchanter (identifiable by a hand icon over his or her head).
2. Drag the item you wish to enchant to the **Item** slot on the **Enchantment** panel. (The **Reagent Grid** appears.)
3. Arrange the reagents in the **Reagent Grid** in the combination you want. The enchantments that appear on the item will show up in the **Enchantments** list.
4. Left-click the **Enchant Item!** button.

The cost of enchanting the item is based on the quality of the item and on the number and power of the reagents you use.

Buying and Selling

If you talk to merchants in any town, they will invite you to shop. Agree to shop if you want to buy or sell items and spells.

The **Shop Window** appears to the right of your **Character Window**. Only one character can shop at a time. You can select a different **Character Portrait** to change which character is shopping. Characters can shop from the **Inventory** or **Spell Book** tab in their **Character Window**.

Item Sets

Some equipment comes in sets. Set items are always labelled with yellow names and have a common descriptor. For example, find the **Vigilant Gloves**, **Boots**, **Crest**, and **Hauberk** to complete the *Nature's Vigilance* set. Equipping all of them will provide a bonus that is greater than the sum of their parts. For more information on item sets, see page 48 in the online PDF.

Find Friends. Additional party members and pets can help even the odds against the bad guys.

Have at least one Nature Mage in your party who has healing spells in the Autocast slots of the **Spell Book**.

Use Powers. Powers are meant to be used frequently. Don't be afraid to use them.

When you've used a power, attacking enemies with a conventional weapon or spell will regenerate the power so you can use it again.

If you get separated from your party in multiplayer, click the **Map** tab in your **Journal** to find them again. You can also send a global message using the **Chat Window**.



forming parties

During the game characters will ask to join your party. You'll be given three choices in your dialog response, which will equate to:

- ✦ Yes, please join my party.
- ✦ Let me view your statistics, and then I'll decide if you can join my party.
- ✦ No, you may not join my party.

Because you have a limited number of party members at any given time, it's important to consider whether or not a character would add valuable skills to your party. (Keep in mind, though, that you can dismiss a character from your party at any time if you want to give his or her spot to a new party member.) Ideally, you want your party to contain a balance of Melee, Ranged, Combat Magic, and Nature Magic skills, allowing you to better cope with any challenge that may arise on your adventure.

Increasing the Number of Party Members

To increase the maximum number of available slots in your party, talk to the innkeeper in the nearest town.

Also, if you have disbanded a character or a pet from your party, you can retrieve him or her from the innkeeper.

Disbanding a Party Member

To disband a party member and make his or her party slot available for another member, left-click the **Disband Character** button at the upper-left of that member's **Character Window** (see page 9).

Storage Vaults

Every party has access to a storage vault in each town. Look near the town teleporter to access and store your extra equipment.

Pets

Pets are animal party members. They come to Aranna from other worlds through Rifts that only certain Nature Mages know about.

The Nature Mages train these pets on behalf of pet sellers, who sell them in all the major towns of Aranna.

Pets cannot wear gear, but they can be very powerful in their specialty. You can feed them specific items and they are capable of learning special powers that your other party members cannot. Also, when experience points are divided among your party, pets don't take any. More points for you!

To feed a pet, open its Inventory and drag any item from the Inventory onto the pet's portrait underneath the **Growth meter**. As they grow, they unlock more special skills. Pets also become more powerful as their masters increase in skill level—a pet's level is always equal to your hero character's level.

Disbanding a Pet

If you decide to disband a pet from your party, you have two choices: disbanding it at a town's inn or releasing it into the wild. If you disband it at an inn, you have the option of reacquiring it later, just like any other party member. If you release it into the wild, it is gone forever.

If you disband a pet from your party and reacquire it later when you have advanced your skill level, the pet will match your new level.

Replaying at Veteran and Elite Levels

The first time you play *Dungeon Siege II*, you play at the Mercenary difficulty level.

After you've finished the game at Mercenary level, you may play again at Veteran level. Because you've already played through the game, your Veteran starting place will be a little later in the game, after the initial tutorial.

After you've finished the game at Veteran level, you have earned the right to play at Elite level. You will start at the same place as you did in Veteran level, but you will, of course, have access to much greater powers and will face much greater challenges.

multiplayer

One of the great new features of *Dungeon Siege II* multiplayer is that you can play with the party of characters you've created in Single Player mode. You can also form a party of your live friends after you get to Multiplayer mode.

In *Dungeon Siege II*, there are three types of network connections you can use to play a multiplayer game.

- ✦ **Local Network** This connection is for people playing on a local network with no dependency on an Internet connection. The computers must all be on the same local network.
- ✦ **Internet** This connection allows you to play over the Internet with people who are not on the same local network.
- ✦ **GameSpy** If you have an Internet connection and also have an account at GameSpy.com (or wish to create one), use the GameSpy connection. GameSpy saves your character data online so it is accessible from any computer with an Internet connection.

TO START A MULTIPLAYER GAME

1. From the **Main** menu, left-click **Multiplayer**.
2. Select the appropriate connection (**Local Network**, **Internet**, or **GameSpy**).
3. Create your game identity based on your selected connection:
 - ✦ **Local Network or Internet** Type your multiplayer nickname, and then left-click **OK**. This is not the same as your character name in the game; it is the name other players will see in the Multiplayer Lobby.
 - ✦ **GameSpy** Type your nickname, e-mail address, and password. You can also create a GameSpy account by left-clicking **New Account**, although changes to your account must be managed through GameSpyID.com.

4. Create a party, unless you are playing with a GameSpy account. (If you are playing with a GameSpy account, you will play with a party that is stored in an online GameSpy vault.) If you have created a party in Single Player mode and would like to use it, left-click **Import**; otherwise, left-click **Create Party**.
5. If you selected **Internet** or **GameSpy** as your multiplayer connection, you need to select a **Portal**.
6. You will see the **Game List**, which shows currently available games. You can either join a game or host your own.
7. To join an existing game, left-click the game, and then left-click **Join Game**.
8. To host a new game, left-click **Host Game**.

Multiplayer Modes

If you host a multiplayer game, you can choose which mode people will play in.

- ✦ **Classic Mode** Up to four players can play, using only their main hero (not other party members from their single-player game).
- ✦ **Couples Mode** Up to three players can play, using their main hero and one additional party member or pet, each.
- ✦ **Party Mode** Two live players can play with their main hero and up to two other party members or pets, each.

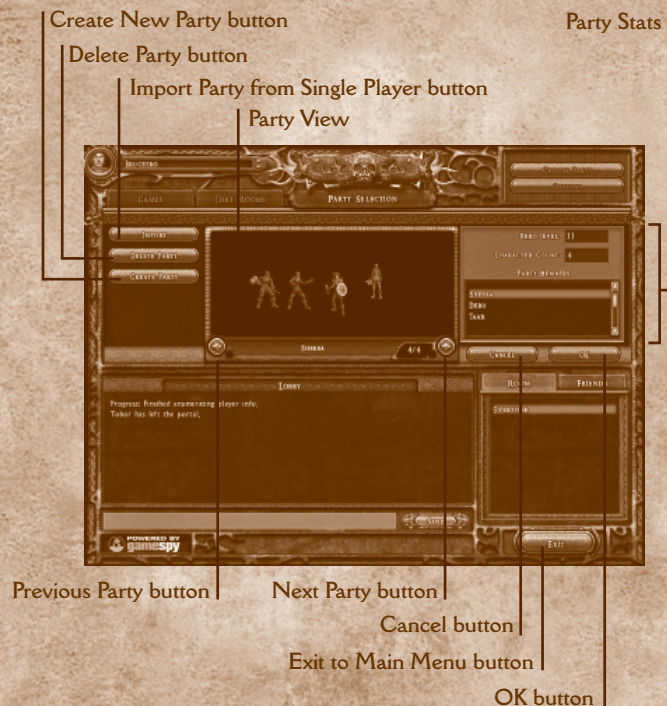
Once you have set up a game, or joined one, you will be in the **Staging Area**, where the game is ready to begin as soon as all the players are ready. You can chat with your friends who are logged on and view party information before the game starts.

If you are hosting a game, you can change the map settings for the game that is about to start. Left-click the **Change Active Map** button to select a new map to play in. To load a saved game, select it from the list.

As soon as everyone left-clicks the **Start** button, the game begins.

Party Selection Screen

This screen is where you select a party to use in Multiplayer games. You can create parties or import a party from a single-player game. Use the **Next Party** and **Previous Party** arrows to scroll through your parties and view their stats. Left-click **OK** to choose a party to use in multiplayer. Your party name will appear in the top-left of the screen.

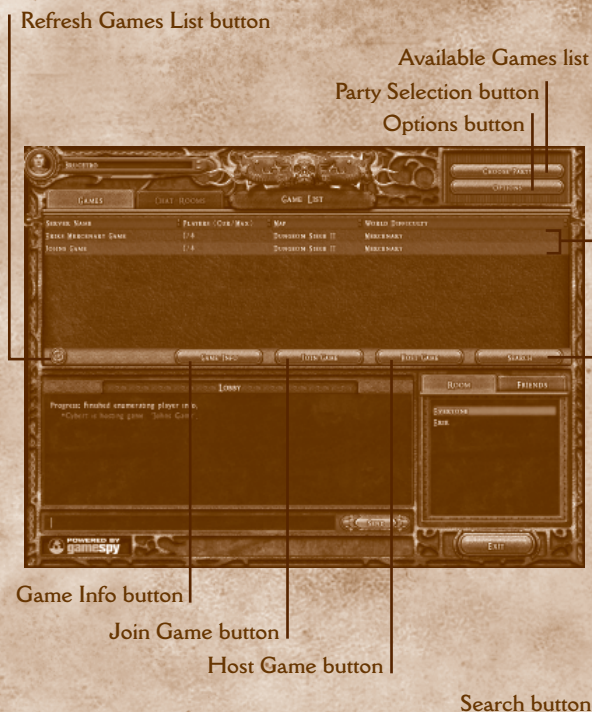


Game List Screen

The **Game List** screen shows what games are currently available for you to join. Use the **Search** button to filter the game list so it shows only games you are interested in. Left-click the **Game Info** button to view detailed game settings. Once you've made your selection from the list, left-click it and then left-click the **Join Game** button.

To create a game that other players can join, left-click the **Host Game** button.

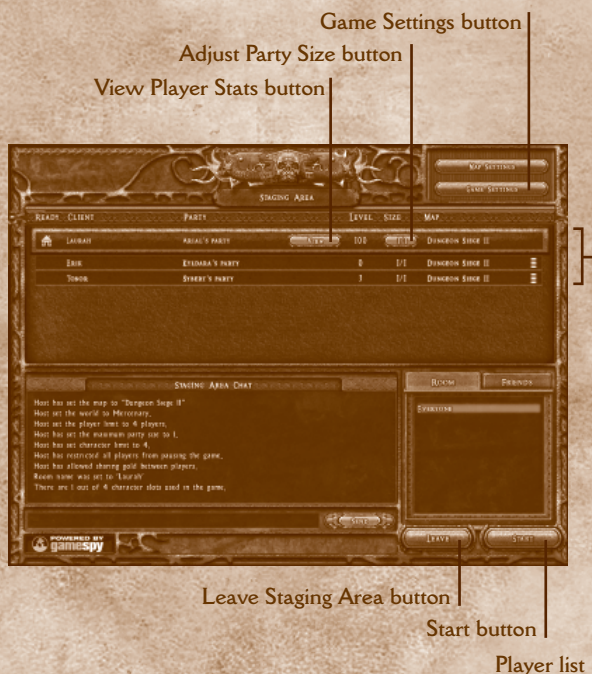
You can also chat with other players while searching for a game.



Staging Area Screen

The **Staging Area** screen is a meeting room where players who are joining a game can configure the game and their party before playing. Left-click a **View** button in the party list to view a party's stats and the button in the **Size** column to configure which characters to take into the game.

The host of the game can left-click the **Game Settings** button to set the game rules and then the **Map Settings** button to select a map and game mode. When the host is satisfied with the game settings, the host left-clicks the **Start** button to start the game. When the game is running, other players in the Staging Area can left-click the **Join Game** button to start playing.

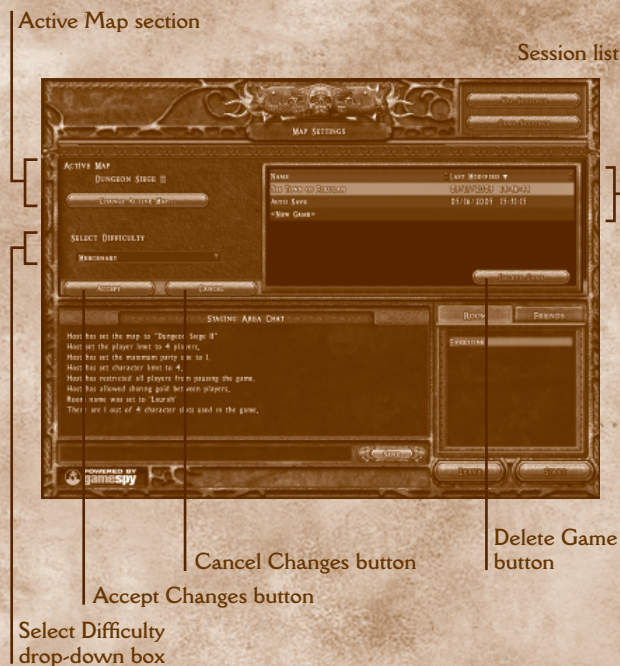


Map Settings Screen

The **Map Settings** screen is where the host can change the current game's map settings. Left-click the **Change Active Map** button to select a new map to play on.

To select a session or to start a new one, use the **Session list**.

To set the difficult level (**Mercenary**, **Veteran**, or **Elite**), use the **Select Difficulty** drop-down box.



Game Summary Screen

The **Game Summary** screen is where players can review their skills and discuss the game after they've exited the world. Left-click the **Details** button to get a detailed listing of each stat for each player. Left-click the **Main Menu** button to return to the *Dungeon Siege II* Main menu.



The Ancestor of the Azunites' Tale

You may wish to know the mysteries of this world: whom to trust, whom to battle. I'll give you a taste of the tale; the rest you must experience for yourself.

Before your time, before the time of any ancestor you've ever known, Zaramoth the Unmaker ruled the earth. He drew his nearly godlike powers from the River of Souls, the underground flow that coursed the length of the planet from pole to pole. It was here that souls traveled after death, and it was their spiritual energy that transformed the river into a source of magical power.

Zaramoth and his Dark Wizards ruled the planet with a certain firmness, which is to say, with an iron fist. There were many who were unhappy under Zaramoth's rule, but his power was unquestioned for centuries until the day when one tribe, led by Azunai the Defender, began to explore the power of the subterranean magic for themselves.

Zaramoth had a problem with this, naturally. The inevitable result of this conflict came quickly—Zaramoth and Azunai were at war.

Their forces ultimately clashed on the Plain of Tears and, at the front lines, Zaramoth and Azunai met. As their men raged around them, Zaramoth lifted his Sword and brought it down with a mighty roar against the Shield of Azunai.

Then everything changed.

Both Sword and Shield had destinies of their own—and the moment they collided, their time began.

The earth opened.

With a terrible scream, the souls of the soldiers tore from their chests and rushed into the fissure, leaving the lifeless bodies strewn on the field. In one horrific instant, the armies of Zaramoth and Azunai were utterly obliterated.

The onrush of dying souls overloaded the River of Souls, stretching it beyond its limit. The river spilled over its underground banks into fractured ley lines, tipping the balance of the planet.

And above the killing fields, the stars shifted.

The Second Age had begun.

A thousand years passed as a new world emerged from the ashes. Magic, which once traveled a single, controlled channel, now crisscrossed the planet in ley lines, putting its power in the hands of any brave enough (or foolish enough) to wield it. The kingdoms of Zaramoth and Azunai were part of the distant past; the world had become a far more chaotic, tribal, and wild place. People fought and loved and lived in their tribes, and the old ways were almost forgotten.

Then one day, a prince of one of these tribes succumbed to a powerful illness. After several days of feverish delirium, Valdis, son of Utor, spoke of strange visions, which compelled him to travel into the mountains. Following that call, he spent three long weeks in solitude, and when he emerged, he wielded a precious object, something thought forever lost—the mighty Sword of Zaramoth.

How had he found it? That is not mine to say.

The whispering began—Had Zaramoth returned in the guise of Valdis? Might the great conflict between Zaramoth and Azunai return to this Age?

credits

Gas Powered Games

Creative Director
Chris Taylor

Executive Producer
Bartosz Kijanka

Art Director
Steven Thompson

Producer
Steven Wartofsky

Engineering Lead
James Loe

Art Lead
Kevin Pun

Design Lead
Kevin Lambert

Level Design Lead
Sarah Boulian

Engineering
Chad Queen
Elijah Emerson
Marcin Wiecek
Mike Biddlecombe

Special Effects & Content Engineering
Andres Mendez, *Lead*
Chris Gorski
Gordon Duclos
Dave Tomandl

Art Production Manager
Carlos Naranjo

Concept Artists
Joe Kresoja
Scott Kikuta
Leigh Kellogg
rk post

Environment Artists
Morien Thomas, *Lead*
Darren Lamb
Nick Heitzman
John Baron
Ian Walker
Kevin Dalziel
Dave Dunniway

Character Artists
John Gronquist
Scott Kikuta
Joe Kresoja
Leigh Kellogg

Character Animation
Jason Robertson, *Lead*
Gene Blakefield

Cinematics

Chad Verrall
Ethan Walker
Jason Robertson
Scott Kikuta
James Haywood
Brian Fricks
Matt Kittleson

UI

John Gronquist
Mark Forrer

Designers

Daniel Achterman
Erik Johnson

Additional Design

John Cutter
Kelly Kristek
Jacob McMahon
Evan Pongress

Level Designers

Dave Tomandl
Christopher Burns
Ruth Tomandl
Brian Fricks
Matt Mahon
Grant Roberts
Morien Thomas

Story and Writing

Sarah Boulian
Susan O'Connor
Kevin Lambert
Pete Gardner
Neal Hallford

Online

Jeremy Snook, *Producer*
Martin Petersen
Billy Milligan

Production

Bert Bingham
Jeremy Snook
Marcie Finnila
Matthew Gillikin
Jason Moerbe

Test

Paul Dahlke, *Lead*
Ryan Gibson
Matt Kittleson
Jerry Pritchard
Jessica St. Croix

Original Music Composition

Jeremy Soule
www.jeremysoule.com

Sound Design

Frank Bry

Business/IT/Administrative

Kent McNall
Jacob McMahon
Jason Willig
Michelle Hippe
Marshall Macy II
Colleen Parker
Greg Stackhouse

Special Thanks

Jack Wall
Cody Northrop
David Finnila
Jason Powell
Doug Rogers
Jason Mitchell
Matthias Wloka
Ian McNaughton
Mark Thomas
Rex Sikora
Dan Strandberg
Steven Parrott
Lance Sun
Pigment Creative

Microsoft

Program Management

Wes Yanagi, *Lead Program Manager*
Deanna Hearn, *Lead Program Manager*

Product Planning

James Spahn, *Lead Product Planner*

Marketing

Craig Evans, *Product Manager*
Steve Beininger, *Product Manager*

Management

Shane Kim, *Managing Director, Microsoft Game Studios*
Phil Spencer, *General Manager, First-Party Publishing*
Bonnie Ross, *Manager, Studio Zr*
Tim Znamenacek, *Group Program Manager*
Jon Grande, *Lead Business Manager*
Thomas Zuccotti, *Design Director*
Ryan Wilkerson, *Art Director*

technical support

Additional Design
Bob Settles, *Design Lead*
Hardy LeBel, *Design Lead*

Additional Programming
Michael Moore, *Dev Lead*
Aaron Nicholls, *Dev Lead*
Brian Stone, *Dev Lead*

Testing
Kyle Shannon, *Test Manager*
Daland "Dalhawk" Davis,
Project Test Lead

Eric Helbig, *Test Lead*
Chris Liu, *Test Lead*
Mike Jones, *Test Lead*
Craig Marshall, *Test Lead*
Jeff Nelson, *Test Lead*
Randy Estrella, *STE*
Greg Hjertager, *STE*
Abby Lin, *STE*
Steve Robinson, *STE*
Phillip Balsley, *Tester* ●
Wally Berger, *Tester* ●
Larry Bridges, *Tester* ●
Ben Brodsky-Porges,
Tester ●

Bruce Carr, *Tester* ●
Josh Colas, *Tester* ●
Sean Colbert, *Tester* ●
James Costello, *Tester* ●
Joseph Dunavant, *Tester* ●
Jay Embry, *Tester* ●
Sharon Evans, *Tester* ●
Jeremiah Foco, *Tester* ●
Suzanne Ford, *Tester* ●
Scott Jensen, *Tester* ●
Chong Kim, *Tester* ●
Brian Kirkness, *Tester* ●
Jason Larsen, *Tester* ●
Mark Medlock, *Tester* ●
Stephen Musch, *Tester* ●
Clinton Peterson, *Tester* ●
Mike Puzio, *Tester* ●
Glory Robinson, *Tester* ●
Scott Sedlickas, *Tester* ●
Merric Shank, *Tester* ●
Michael Swogger, *Tester* ●
Michael Tom, *Tester* ●
Mark Uyeda, *Tester* ●
Stephanie Wood, *Tester* ●
Dustin Worrell, *Tester* ●

**Windows Compatibility
Test Team**

Patrick Ascolese, *Test Lead*
Blake Dodson, *STE* ●
Chad Herrewig, *STE* ●
Tim Kerns, *STE* ●
Titus Lowell, *STE* ●
Xi Wu, *STE* ●

Tools and Technology
Chris Lee
Jon Burns

Game Essentials
David C. Holmes, *Director*
Matt Whiting, *Group
Manager*

Lab Team
TJ Duez, *Test Lead*
Mehdi Slaoui Andalousi,
STE

User Experience (UX)
Dana Fos, *UX Manager*
Caitlin Sullivan, *UX Manager*
John Sutherland, *UX Lead
& Writer*
Michelle Lomba, *Writer*
Brent Metcalfe, *Editor*
Laura Hamilton, *Lead Editor*

Print Design
JoAnne Williams, *Manager*
Chris Lassen, *Designer*

**Print and Packaging
Operations**
Liz Corcoran, *Production
Manager*
Karen Flory, *Print Program
Manager*
Ernst Janson, *Print
Production Specialist*

User Research
Ramon Romero, *Lead*
Kevin Goebel, *Engineer*
Tom Lorusso, *Engineer*

Globalization
Yasmine Nelson, *Manager*
Lief Thompson, *Program
Manager*
Kazuyuki Shibuya, *SDE*

Customer Support
Greg Frankovic, *Program
Manager*

Legal
Peter Becker, *LCA*
Jama Cantrell, *LCA*
Hubert Cheng, *LCA*
Tracy Doering, *LCA*
Mary Heuett, *LCA*
TiAnna Jones, *LCA*
Jana Smith, *LCA*
Sue Stickney, *LCA*
Judy Weston, *LCA*

Geopolitical Strategy
Tom Edwards, *Senior
Geopolitical Strategist*

Administrative Assistance
Samantha Dougherty-Sindell,
Admin

Lorrie Marquez, *Admin*
Stacie Scattergood, *Admin*

Microsoft Ireland
Jonathon Young, *Group
Program Manager*
Declan MacHugh, *Senior
Program Manager*
Jason Shirley, *Audio Lead*
Jean-Philippe Chassagne,
SDE
Michael Ivory, *SDE*
John O'Sullivan, *Test Lead*
Alan Davis, *STE*
Niamh Marsh (Butler), *UE
Manager*

Microsoft Japan
Kazuyuki Kumai, *Senior
Manager*
Kaoru Ito, *Localization Project
Manager*
Yutaka Hasegawa, *Lead SDE*
Sachiko Nagasawa, *STE*
Yuji Yoneshige, *STE*
Masaki Kokubun
(ManPower), *Tester*
Fujiko Okabe (ManPower),
Tester
Makoto Takahashi (Ank Co.,
Ltd.), *SDE*
Miyuki Nouguchi (Japan
Convention Service), *UX
Reviewer*
Mariko Kikuchi (Pasona
Tech), *Tester*

Microsoft Korea
Ji-Young Kim, *Group
Manager*
Kyoung Ho Han, *Program
Manager*
Min Woo Lee, *STE*
Sang Min Park (Vwise
SerTech), *Tester*
Sang Wook Park (Vwise
SerTech), *Localization
Program Manager*

Microsoft Taiwan
Lana Peng, *Lead Program
Manager*
Wen-Chin Deng, *STE*
Aha Chiu (104), *Tester*
Daniel Huang (104), *Tester*
Jeff Wang (104), *Loc Project
Manager*

- Volt
- Excell Data Corporation

See in-game credits for a full
list of team members.

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